MICROGRAMS

SUPER STUDENT

Home Software Series

GRADE 1

USER'S GUIDE FOR:

- Number Lake
- Rhyming Robots
- Pennies, Nickels, and Dimes
- Early Reader's Word List
- Vowel Picture Phonics
- Young Scientist I

Education . . . Investment in a future.

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Introduction

Whether or not a child is a super student is not determined by the grades he or she earns. A super student is a person who is interested in learning, wants to do well, and who truly works at doing his or her best. Micrograms' Super Student Home Software provides a method for a super student to work on improving skills in several basic subject areas. This effort invested in extra practice at home can greatly benefit a student is his or her learning at school.

The following six programs are contained on the Super Student disk for first grade:

Title	Subject	Skills or Content Taught
Number Lake	Math	beginning addition and subtraction
Rhyming Robots	Reading	rhyming short vowel words
Pennies, Nickels, & Dimes	Math	learning coin values and counting coins
Early Reader's Word List	Reading	recognition of common sight words
Vowel Picture Phonics	Reading	identifying vowel sounds as long, short, silent, or other
Young Scientist I	Science	matching adult and baby animal names

Getting Started

Micrograms recommends that a parent assisting a child in the use of these programs for the first time read the information in the User's Guide before loading any software. When you are ready to begin, turn on your Commodore 64/128, your monitor, and your disk drive. Insert the disk into the disk drive. Type:

LOAD"M",8,1

Now push the RETURN key. A menu of the programs contained on the disk will load and appear on the Super Student title screen. To select a program, simply press a number from 1 to 6. Clear and concise directions are provided on-screen for the operation of each program.

Convenience Keys

During any program, if you wish to restart, simply press the COMMODORE key and the F1 key at the same time.

To go from any program to the main menu, press the COMMODORE key and the F7 key simultaneously. This will allow you to select another program on the disk.

Tips For Parents

Micrograms Publishing began producing educational software for schools in 1981. Now, after 2½ years of development, we are proud to publish the Super Student Home Software Series. These materials are specially designed for use by children at home to reinforce and strengthen basic academic skills. Please keep in mind the following points as your child begins work.

Educational software is different from entertainment software. Not better or worse . . . just different. Educational software requires children to think to solve problems. Most entertainment software requires action rather than thought. Since the goals of these two types of software are different, the ways to best use them are different too.

Educational software performs best when adults provide the child-user with supervision and encouragement as the child is working. At school this supervision and encouragement is provided by the teacher or aide. At home the parent should fill this role. Remember, educational software requires more mental effort than watching TV or playing arcade games.

Thus, do not be surprised if your child at first tires from mental exercise. Keep in mind that the purpose of educational software is to strengthen basic student skills and knowledge, not to entertain. Your child's concentration and thinking skills will improve with use.

Calling your child's attention to his or her own learning and progress may well help the youngster to understand the difference between using the computer for learning and using the computer for entertainment. Once your child understands and accepts the computer as a learning aid (in addition to an entertainer), student progress can be more rapid.

Micrograms makes the following suggestions to parents attempting to use their Commodore 64/128 as a learning aid for their elementary school children.

1. Be assured that computers can help students practice and master many of the basic facts and academic processes which are part of their elementary school curriculum. Computers never will replace teachers or nurture children's complex social development; but, computers can help students master basic facts and academic processes through instruction, review, and practice. Your computer can help your child practice and polish his or her basic skills.

2. Explain to your child the purposes involved in using the computer as a learning aid. Point out that this is different from using the computer for entertainment. Assure your student that serious practice at the computer can help him or her do even better at school.

3. Use the program yourself for ten minutes before you ask your child to do so. This will let you know exactly what mental tasks the child is being asked to face and master.

4. Set specific times that the child is to practice. Remember, this is serious business, not play. Make these practice periods short at first, unless or until you see evidence that

your child can productively interact with a program for longer periods. Ten minute periods three times a week might be a good place to start for most young children. The regularity of practice over several months is much more important than one or two long practice sessions on special occasions.

5. Set reasonable goals for the child to achieve within the practice session, and go wild with enthusiasm and praise if the child achieves these goals. (Unachieved goals will be useful at the start of the next practice session.) Do not neglect the motivational power of a strawberry milkshake or special privilege if the child demonstrates a significant advance or level of accomplishment. If *you* think your child's accomplishments are important, so will your child.
6. Do not stop using a program as soon as your child claims he or she has mastered it. Insist on further practice sessions anyway "just to be sure." This will help to clearly establish all of the program's content in the child's mind, strengthen the child's confidence in his or her mastery, and clearly demonstrate to the child that he or she has made progress. (Parent: "Remember the time when you didn't think you could do this at all?")
7. Seek additional programs from Micrograms or elsewhere which you can use in a meaningful way to advance your child's learning.

As you can see, you as the parent are the key person in helping your child to learn. That should come as no surprise. At Micrograms our hope is that these Super Student learning activities will serve both you and your child well.

Number Lake

For a little fun, you can count on the fish in Number Lake. Beginning adding and subtracting skills can be practiced as fish swim on and off the screen. Correct answers will help the crab on the sandy bottom find his home in the rocks. A sad face will help indicate when an answer is wrong, and the crab will move away from his home.

When practicing adding, all sums are less than ten. These beginning addition problems do not involve carrying. For each problem, a numeral and matching number of fish are displayed. As more fish swim onto the screen, an addition problem is set up. When the question mark appears following the equal sign, an answer can be entered. At first, if 5 fish are shown and 3 more swim in, your child may count each fish to arrive at an answer of 8. With a lot of practice his attention can shift to the numerals shown and he can learn that 5 + 3 = 8 without needing to count each fish.

When subtracting, all numbers will again be less than ten. No borrowing is necessary. This activity will help the child gain familiarity with the concept of subtracting. At first the focus should be on counting each fish and realizing that when some swim away, there will be fewer fish remaining. When a child is confident and successful at simple subtraction with pictured objects, he can gradually associate the pictures with the number problems. After much practice, a child will not require a picture demonstration to perform simple subtraction.

Rhyming Robots

Children have fun with phonics as they control a robot to match rhyming pairs of short vowel words. The child controls the motion of the black robot which is carrying a randomly selected three-letter, short vowel word. The goal for the child is to catch any other robots that are carrying words that rhyme with his own. A joystick is recommended for ease of use, but is not required. When using a joystick, use joystick port 2. The black robot also can be directed by pressing the keys which surround the R on the keyboard (i.e. pressing the 4 will move the robot upwards, the T will move the robot to the right, and the D will move the robot down and to the left).

Points are scored for catching rhyming robots and time is lost when the child bumps into a robot carrying a word that does not rhyme with his own. Also, avoid bumping into robots that are overlapping.

Words are selected from twenty-two categories of rhyming words. At times, none of the other robots will have a word that rhymes with the child's robot. If there are no rhyming word pairs on the screen, the child may signal for a new word for his robot. To get a new word, press the fire button on the joystick or the space bar when using the keyboard.

Each game lasts two minutes. The goal is to catch as many rhyming robots as possible before time runs out. Your child can use some strategy in planning short cuts by steering his robot off the edge of the screen and having it re-appear at the opposite border.

Pennies, Nickels, and Dimes

Pennies, Nickels, and Dimes helps a child to learn the values of coins and to associate a pictured coin with its correct value. This program also provides practice in counting sets of coins.

At level one the child is shown that one dime is the same as ten pennies. The child is then asked to count by tens to determine the value of a set of coins pictured on the screen. At the beginning of level one only dimes and sets of ten pennies are pictured. To select a multiple choice answer the child must use the SPACE BAR. When the correct answer is underlined, instruct the child to press the RETURN key. Correct answers are rewarded with a smiling face along the bottom of screen.

Each exercise consists of ten problems. At the start of an exercise, the total value of the coins pictured will be small. As a child demonstrates that he or she can count lesser totals, the sum of the coins will gradually increase. Likewise, if a child is answering some of the problems incorrectly, the total value of the coins pictured will remain about the same. If a child answers five correctly in a row, then instead of only counting by tens, there will be from 1 to 3 single pennies to count also. If the child is confused by this increased challenge, the computer will revert to simply counting by tens.

A summary is provided after ten problems are answered. A special screen is awarded for a perfect score of 10 right. Also, after a perfect score, a smiling face will appear next to level 1 on the menu screen.

Level two is structured much the same as level one. The difference is that level two shows the value of a nickel and provides practice in the more advanced activity of counting by fives. Again, the problems start out with small sets of coins and will show larger sets of coins as children answer correctly. Once your child understands how to operate the program, allow him or her to work independently and come and tell you when he or she sees the piggy bank on the perfect score screen.

Early Reader's Word List

Recognizing common sight words is a very important skill for first and second grade readers. Early Reader's Word List enables Mom, Dad, an older brother or sister, or any reading helper to assist in developing this skill.

Begin by selecting one of six difficulty levels. Level one contains the easiest sight words. Level 5 contains the most difficult words. Level 6 provides a random selection from all the words in levels 1-5.

When a word appears on the screen, have the beginning reader read the word aloud. If the word is read correctly, the reading helper should move the joystick forward or press R (right) on the keyboard. A happy face will appear at the bottom of the screen. If the beginning reader is not able to read a word correctly, press the fire button on the joystick or W (wrong) on the keyboard. This word will be reviewed at the end of the program. Help the beginning reader to say the word correctly before going on to the next word.

After reading ten randomly selected words, those that the beginning reader had trouble with will be listed on a summary screen. Take some time to review them quickly so that they may not be problem words the next time they appear. A special Good Job screen is earned if all ten words are read correctly.

Vowel Picture Phonics

This program provides practice in identifying vowel sounds as long, short, silent, or other. The activity is appropriate for children in the second half of first grade and children in second grade.

One of fifty colorful and easily recognizable pictures will be displayed on the screen. The word identifying the picture will appear in large letters below the picture. One of the vowels in the word will be colored. The child needs to determine whether the sound of the colored vowel is long, short, silent, or other.

To select an answer, direct the child to press the SPACE BAR. When the answer selected is white, then press the RETURN key. There will be sixteen pictures shown for each practice session. Smiling faces will appear along the bottom of the screen for each correct answer. A face will be erased if an answer is wrong.

This is a challenging activity. Help the child arrive at the correct answer through the process of elimination. If the sound is not silent and not long, it is either short or other. Some of the most confusing sounds are irregular sounds. When a vowel is not silent, not long, and not short, the answer should be other.

Encourage your child to get as many smiling faces as possible. A summary screen indicates how well the child did. When a perfect score of 16 is obtained, the child earns a Great Job Award.

Young Scientist I

This program will help your young scientist to learn the names of many animals, associate the names of adult and baby animals, and understand that offspring come from adults of the same species. An adult animal name will be shown along with three baby animal names. Direct the child to match the correct baby animal name to the adult animal that is shown (i.e. lion-cub, cow-calf, kangaroo-joey).

Choose a baby animal name by pressing the SPACE BAR. Push RETURN when a choice is underlined. When the right answer is given, the baby at the top of the screen will smile and shake his rattle. If the right answer is given on the first attempt, the adult and baby names will be added to a list at the top of the screen.

Encourage the child to fill the list by getting five pairs right on the first try. Play again to learn other baby animal names. Challenge the child to work at getting a particular animal pair onto the list.

Summary

Micrograms is not seeking awards for software which sparks new and innovative use of computers. The recognition we have desired and received is from teachers who wish to use computers for drill, practice, reinforcement, remediation, and enrichment in basic and essential curriculum areas.

In developing our Super Student Home Software Series we have incorporated the same educational soundness that we have found to be so effective and well accepted in schools. Every Micrograms program is designed, edited, and tested by teachers. Our reading material is authored by teachers and reading specialists. Micrograms programs are sharply focused on specific curriculum objectives which are achieved with the consistent use of clear presentations, motivating activities, immediate feedback, and creative positive reinforcement.

At Micrograms we understand the importance of meeting individual student needs. Most of the programs in our Super Student Series contain multiple activities or levels of difficulty that can be selected by the parent or child. Some programs also include individualized pacing based on user responses. On screen tracking of performance and program summaries are standard elements of Micrograms software. Since 1981 Micrograms has been dedicated to providing only top quality educational programs.

Because Micrograms' efforts to continually provide effective educational software are ongoing, teachers and parents can expect to find new Micrograms material each year. Our new Super Student Home Software Series contains 36 new programs designed for grades K-5. Also, you may wish to contact Micrograms or your local software dealer regarding Micrograms programs written with directions and screen prompts in Spanish. Micrograms also has many new programs for Apple computers.

SUPER STUDENT

HOME SOFTWARE SERIES

Microgram's Super Student Home Software focuses on basic subject areas where extra review and practice can greatly benefit a student. Six programs are included at each grade level.

Kindergarten

Colors, Shapes, and Patterns
Understanding Numbers
Mr. Letter Getter
Learning to Count
Alpha Betty
Consonant Picture Phonics

Grade 1

Number Lake
Rhyming Robots
Pennies, Nickels, and Dimes
Early Reader's Word List
Vowel Picture Phonics
Young Scientist I

Grade 2

Froggy's Math Race
Reader's Treasure Chest I
Telling Time
Wizard of Spellalot - Gr. 2
Counting Change
Young Scientist II

Grade 3

Big Math Attack
Reader's Treasure Chest II
Al's Amazing Alphabetical Act
Timed Tables
Wizard of Spellalot - Gr. 3
Science Whiz

Grade 4

NumberJack
Reader's Treasure Chest III
Word Sleuth I
Math Jumpathon
Wizard of Spellalot - Gr. 4
Geography Scoreboard

Grade 5

Math Speedway
Reader's Treasure Chest IV
Word Sleuth II
Figuring With Freddy
Wizard of Spellalot - Gr. 5
Name the States

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